

[illegible]

EQUIPMENT

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
Total Weight			Encumbrance			Movement Rate		

MOVEMENT

EXPERIENCE

Movement	Rate	Movement		Rate	Total XPs		XPs Needed for Next Level	
Base		Run (x 5)						
Jog (x 2)		Day						
Run (x 3)					Kit Modifier		Ability Bonus	
Run (x 4)					Subrace Modifier		Level Limit	
Encumbrance Category	Weight Carried	Move Rate	Attack Penalty	AC Penalty	Level Changes		By	At Levels
					THAC0			
Light (⅓ MV)			-	-	Saving Throws			
Moderate (½ MV)			- 1	-	Weapon Proficiencies			
Heavy (⅓ MV)			- 2	+1	Non-weapon Proficiencies			
Severe (MV=1)		1	- 4	+3				

MAGIC ITEMS

TREASURE/OTHER POSSESSIONS

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CHARACTER CLASS/KIT INFORMATION

Special Powers/Benefits: _____

Special Hindrances: _____

Class/Kit Notes: _____

THIEVING ABILITIES

	Base	Skill	Race	Dex	Kit	Armor	Total
Pick Pockets							%
Open Locks							%
Find Traps							%
Move Silently							%
Hide in Shadows							%
Detect Noise							%
Climb Walls							%
Read Languages							%
Backstab Damage Multiplier							

PRIEST VERSUS UNDEAD	Skeleton or 1 HD	Zombie	
		Ghoul or 2 HD	
		Shadow or 3-4 HD	
		Wight or 5HD	

REPUTATION

☐ Title _____
Last Performance _____
Earnings _____
Spent on Reputation _____
Established Reputations

Index	Town/City

PATRONS

<input type="checkbox"/>	Current Number	<input type="checkbox"/>	Maximum
Fans	1-10		attend local
Diehards	11-12		attend 100 miles
Boosters	13-14		local + 1d6 friends
Enthusiasts	15		free work
Supporters	16		lvlxd10 gp/d12 months
Zealots	17		follow
Defenders	18		follow & defend
Extremists	19		mimic
Fanatics	20		mimic (25% kill)

HONOR/STATION

☐ Honor/Station Birth: _____

☐ Base Reaction Adjustment: _____

PSIONICS

Recovery Rates:
Walking 3/hour
Resting 6/hour (1/turn)
Sleeping 12/hour (2/turn)
PSPs ☐
Disciplines: _____

Science/Devotion	PS	Science/Devotion	PS


Ghost	Wraith or 6 HD Mummy or 7 HD Spectre or 8 HD	Vampire or 9 HD	
		Ghost or 10 HD	
		Lich or 11+ HD	
		Special	

WIZARD & PRIEST SPELLS

Spells per Level:
1st _____ 6th _____
2nd _____ 7th _____
3rd _____ 8th _____
4th _____ 9th _____
5th _____ Other _____
Spheres Available/Opposition Schools

Character Name			Player Name	
Birth Date		Birth Rank	Age	Sex
Alignment	Deity		Height	Weight
Race	Nationality		Hair	Eyes
Racial Abilities			Skin	Vision
			Handedness	Class
			Origin	

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FAMILY CHART

HEAD OF FAMILY AND HIS BROTHERS AND SISTERS

FAMILY NAME

FAMILY HONOR

PROPERTY OWNED

Name

of Children

YOUR FATHER, UNCLES AND AUNTS

Name

of Children

YOU AND YOUR BROTHERS AND SISTERS

Name

of Children

HENCHMEN/ANIMAL COMPANIONS

Name	Race/Class	AC	HD/Lvl	HP	# AT	THAC0	Damage	Abilities
Notes								
Notes								
Notes								
Notes								

MARTIAL ARTS

Style	#AT	AC	Principal Attack	Hit/Dmg Adj	Damage	Weapons

Special Maneuvers

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2nd Edition

Alignment

FEEL LOW AND WE

Race/Class	HD/Lvl	Notes
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COMBAT



NG THRO

VS

Paralyzation/Poison/Death

MODIFIERS

Campaign:

Adventure Dates:

SPELLS MEMORIZED Per Level:

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
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MAGIC ITEMS

Item

AMMUNITION

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SPECIAL ABILITIES USE

Treasure Items Acquired:

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Movement	Rate	Movement	Rate	XP's Earned
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Base		Run (x 5)	
log (x 2)		Day	
Run (x 3)			
Run (x 4)			
Encumbrance	Weight	Move	Attack AC

Light ($\frac{2}{3}$ MV)				-
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Moderate ($\frac{1}{2}$ MV)			- 1	-
Heavy ($\frac{1}{3}$ MV)			- 2	+1
Severe (MV=1)			- 4	+3

Notes:

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